



DIVITIAE IN MINISTERIUM

EMPLOYEE HANDBOOK

Wuhan-Baxter Internal Use Only

OVERVIEW

WELCOME

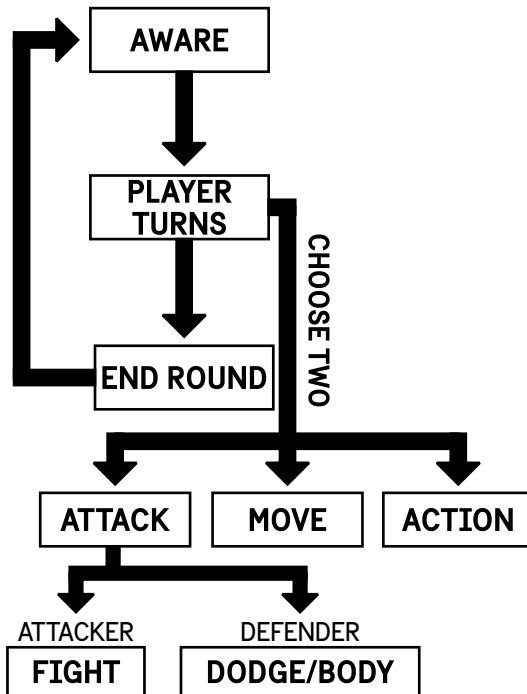
SKILL ROLLS - D10

10	Critical Success	+1 Success, -1 Stress
8-9	Success	+1 Success
2-7	Failure	+1 Stress
1	Critical Failure	+2 Stress, Burnout

DIFFICULTY

Trivial [0]	No Roll
Easy [1]	1 Success
Difficult [2]	2 Successes
Extreme Difficulty [3]	3 Successes
Impossible [4]	4 Successes

COMBAT FLOWCHART



TAKE STRESS WHEN

- You fail a roll
- A Teammate fails a Career roll
- The GM gives you Stress

BURNOUT ROLL 1d10

Roll < current Stress:
Add roll + Stress
Compare with Burnout
Effect table

BURNOUT EFFECT

3-4	+1 to all rolls for 1d10 hours
5-6	+1 to all rolls for 1d10 minutes
7-8	-1 to all rolls for 1d10 minutes
9-10	-1 to all rolls for 1d10 hours
11-12	+1 stress when a teammate fails a roll for 1d10 hours
13-14	Gain 2 stress. Nearby teammates gain 1 stress
15-16	+1d10 stress
17-18	Attack the nearest teammate
19-20+	-1 Health when you gain stress for 1d10 hours

Welcome to the Wuhan-Baxter Corporation!

You are joining a proud tradition of innovation, invention and manufacturing that dates back over 300 years. In the pages of this handbook, you will find the tools needed to become an integral part of our corporate family as a member of our **Asset Recovery and Containment Division (ARC)**.

On behalf of myself, the Board of Directors, and everyone at W-B, welcome aboard!

We look forward to the stunning accomplishments in your future!

J. Baxter

Jonas Baxter
Chairman



THE COMPANY

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Swedish Sans by Söderhavet
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Capsule by Hydro 74
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Edition Digital Alpha v1.6
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INTRODUCTION

The Company is a survival horror game centered around corporate emergency response teams and the aftermath of the situations they are assigned to deal with. Players take on the roles of Employees assigned to response teams that quickly find themselves in over their heads with one player facilitating play as the Game Manager.

ROLLING DICE

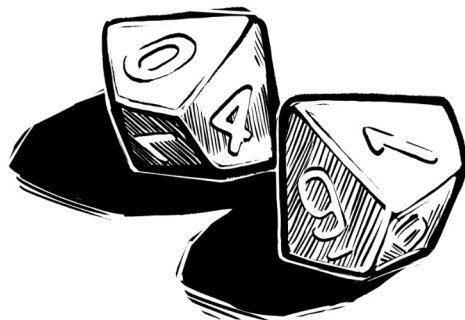
Any non-trivial task involves rolling a number of ten sided dice (d10). The number of d10s rolled is determined by the Employee's score in the associated skill. Skills can be combined to add dice if a logical argument can be made for it. Items and Perks may add (+) dice to rolls whereas Burnout effects may subtract (-) dice.

D10 ROLL

10	Critical Success	+1 Success, -1 Stress
8-9	Success	+1 Success
2-7	Failure	+1 Stress
1	Critical Failure	+2 Stress, Burnout

DIFFICULTY

Trivial [0]	No Roll
Easy [1]	1 Success
Difficult [2]	2 Successes
Extremely Difficult [3]	3 Successes
Impossible [4]	4 Successes



PLAY OF GAME

RESOLVING SKILL ROLLS

After constructing a pool of dice, Employees roll against an action's difficulty, executing their highest roll(s) by determining if they were successful and taking any Stress incurred. Successes that are rolled but do not succeed more difficult tasks may be "banked" and the roll may be pushed (see below).

SPENDING AGAINST YOURSELF

Employees can add dice to rolls through voluntary sacrifice in order to survive.

+1d10 for the following:

- 1 Drive (Any roll)
- 1 Health (Physical, non-combat rolls)
- +1 Stress (Intellectual/Technical rolls)

UNSKILLED ROLLS

If an Employee does not have points in the requisite skill to attempt a roll and does not want to add dice, they may roll a 1d10 and resolve the next tier down on the roll table.

PUSHING A ROLL

Any failed roll may be reattempted, or pushed, at greater risk. If a roll is pushed, the resulting roll doubles any stress incurred and may lead to unforeseen consequences that the GM decides upon. Dice added to a roll by taking stress, losing health or spending drive are not added to a pushed roll pool. Combat rolls (Fight, Dodge, Body) cannot be pushed.

COLLABORATION

Most rolls are done by individual Employees. However, collaborating on rolls may prove to be more useful. If an Employee adds their skill to roll another Employee is making, they may roll their dice as if they were in the Employee's pool. This may result in the assisting Employee taking Stress. This is useful for difficult tasks.

PLAY OF GAME

ITEMS

Equipment and weapons may be used to improve rolls. Employees may carry as many items as they wish without penalty at the GM's discretion. Most firearms expend one round per turn.

COMBAT

Combat is broken into turns and rounds. A turn is the individual actions of an Employee or GM. A round is the conclusion of all the turns.

At the top of a combat round, all Employees and the GM make an **AWARE** roll (#d10 equal to AWARE score). The Employee with the highest roll on a d10 acts first followed by the others in descending order. Ties on Aware rolls are resolved by the employees deciding who will act first. If Employees tie with the GM, the GM acts first.

On their turn, an Employee may do two of three things: Perform an Action, Move or Attack. Only one of each may be performed per turn. Complex actions may take multiple rounds.

When attacking, the attacker makes a **FIGHT** roll, adding any skills or items. Each success counts as a hit. Critical successes count as two hits. Attacks do not incur/relieve Stress.

The defender may roll either **DODGE** (to avoid the attack) or **BODY** (to withstand the attack). Each success that the defender rolls cancels an attackers hit. Defense rolls do not incur/relieve Stress.

When an Employee takes hits equal to their current health, they fall unconscious. Employees may die while unconscious if they incur damage or are not stabilized by the end of the round.

SURPRISE

The GM may ask for an **AWARE** roll outside of combat. On a success, an Employee may make a Dodge roll to avoid being surprised.

PLAY OF GAME

HEALING

After a successful First Aid or Medicine roll to heal an Employee or Survivor (NPC), the target gains 1 health per success rolled.

RESTING

Employees may spend 1 DRIVE each to rest. During the rest period, any mission clocks are advanced. Employees may remove 2 Stress and use any first aid items available. At the end of the rest, the GM rolls 1d10. On a ten, something unfortunate happens.

STRESS AND BURNOUT

Throughout the game, Employees will take Stress. Stress is gained in some of the following ways:

- + Failing a roll
- + A highly unusual or otherworldly event occurs
- + Another player fails a career roll
- + Adding dice to a pool

At any time, the GM can call for a **BURNOUT** roll from any Employee(s). The Employee rolls a d10 against their current Stress level. If the result is **less than** their current Stress level, they Burnout. Add the Burnout roll result to the Stress level and compare it to the table below.

BURNOUT EFFECT

3-4	+1 to all rolls for 1d10 hours
5-6	+1 to all rolls for 1d10 minutes
7-8	-1 to all rolls for 1d10 minutes
9-10	-1 to all rolls for 1d10 hours
11-12	+1 Stress when a teammate fails a roll for 1d10 hours
13-14	Gain 2 Stress. Nearby teammates gain 1 Stress
15-16	+1d10 Stress
17-18	Attack the nearest teammate
19-20+	-1 Health when you gain stress for 1d10 hours

EMPLOYEE CREATION

You are now ready to build your Wuhan-Baxter employee profile. The process is simple:

1. Choose a **CAREER** from the following pages. Each career begins with skills and gear assigned to it based on the role they play in the company.
2. Assign two **DRIVE** points into skills
3. Choose one **PERK** from either your career perk list or the general perk list.

That's it! You are now ready to serve the company as a member of our ARC division!

JOBS AND DRIVE

Each Career has its own **JOB**, or role in the company's operations. By acting in accordance with these jobs and completing missions, Employees will gain **DRIVE**. Drive can be used to add dice to rolls, rest for a short period or, in campaign play, secure promotions.

TEAM STRESS

Failing rolls associated with your career causes others to gain stress.

SKILLS

Skills allow employees to accomplish tasks in the field.

Primary Skills

Body

Strength and resistance

Dodge

The art of avoidance

Fight

Combat and knowledge of combat

First Aid

Field medicine

Guile

Deception, Persuasion or Intimidation

Hack

Computer and mechanical manipulation

Repair

Fixing things/making new ones

Research

Observation/critical thinking/compiling

Search

Look for clues/patterns/connections

Sneak

Moving quietly/attempting to hide

Career Skills

Combat

Training helps in avoiding fights as much as ending them

Engineering

Buildings and machines are organisms

Medicine

Knowing how a body works is the first step in fixing one

Science

The universe operates as a set of rules

Tech

Computers and Machines were made by people and can break just as easy

CAREERS

Every member of our ARC division brings something unique to the company and its operations. The one thing they all have in common is that they are all at the top of their field and have committed their careers to serving the company in the private sector.

ARC Division employs the following types of specialists:

Soldier - Private Military Contractors

Scientist - Field Researchers

Medic - Combat Veteran Physicians

Engineer - Structural Emergency Experts

Technician - Digital Network Gurus



PROMOTIONS

Drive may be spent between missions in exchange for new perks or increasing proficiency in skills.

Perks cost 3 Drive.

Skills cost 1 Drive per level.

Unspent drive carries over from session to session.

GENERAL PERKS

Every employee can benefit from advanced training. These perks can be taken by any Career.

Dead-eye

+1 Fight when making a ranged attack

Experimental Serum

Gain 4 max health, start each mission with 2 stress

CQC

+1 Fight when making a melee attack

Survival Anxiety

Once an hour, push a dodge roll at no penalty

Tough

Once per mission, push a Body roll at no penalty

Consummate Professional

+1 drive when performing your Job

SOLDIER

Starting Health: 5

Skills:
Body, Fight, Sneak

Aware: 2

Job:
Engage with threats to protect ARC team and survivors

Utilize tactics to minimize team casualties

Team Stress:
Other employees take stress when the Soldier fails Fight or Combat rolls

Loadout:
Knife, Handgun, Body Armor

Employees in the WBSS (Wuhan-Baxter Security Services) are at the front lines of securing company assets and protecting company personnel. From the guard at the door of Company HQ to the members of our Hunter/Killer fire teams, WBSS is our shield against the storm.



PERKS

Always Prepared

Once per mission, choose any item (Light weight) from the equipment table and add it to your inventory.

Bodyguard

You may interrupt an attack roll before the defender rolls in order to direct the attack towards yourself. Then make the defend roll

Tactician

Once an hour, allow another player to push a roll at no penalty

"I've seen combat all over the world but the Singapore 'Containment' a few years back keeps me up at night."
Cpt. Steph Belacore,
H/K 057

PERSONAL ITEM (1d10)

1	Tarnished Ring
2	Shotgun Shell
3	Worn Scarf
4	Patch "Divitiae In Minusterium"
5	Employee Handbook
6	Old Cigar
7	Combat Medal
8	Glass Bead
9	Dented Flask
10	Partially Burnt Photo



NAME

CAREER SOLDIER

HEALTH

STRESS

DRIVE

5

SKILLS

BODY	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
DODGE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FIGHT	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FIRST AID	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
GUILE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
HACK	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
REPAIR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
RESEARCH	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SEARCH	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SNEAK	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

AWARE

☒ ☒ ☐

JOB

Engage with threats to protect ARC team and survivors

Utilize tactics to minimize team casualties

CAREER

COMBAT	<input checked="" type="checkbox"/>	<input type="checkbox"/>
ENGINEER	<input type="checkbox"/>	<input type="checkbox"/>
MEDICINE	<input type="checkbox"/>	<input type="checkbox"/>
SCIENCE	<input type="checkbox"/>	<input type="checkbox"/>
TECH	<input type="checkbox"/>	<input type="checkbox"/>

TEAM STRESS

Other employees take stress when the soldier fails Fight or Combat rolls

PERKS

EQUIPMENT

SCIENTIST

Starting Health: 3

Skills:
Research,
Search, Sneak

Aware: 1

Job:
Recover
Company
Research data,
specimens or
prototypes

Team Stress:
Other
employees
take stress
when the
Scientist fails
Research or
Science rolls

Loadout:
Field Research
Kit, Flashlight

W-B engages in research and development in virtually every emerging field known. As such, our scientists are second to none. Asset Protection employs scientists with versatile knowledge in order to be prepared for any situation.



PERKS

Mother of Invention

Once per mission, the scientist can spend 20 minutes to develop a simple device or concoction that can perform a needed service once.

Indoor Kid

+1 to any research, hack or investigate roll when you are alone.

Company Scholar

You are well versed in the company's ongoing research. Add +1 to any roll to learn about a current project.

"We have over three centuries of incredible scientific discoveries, and horrifying truths, to guide our future."
Dr. Nolan Margeux,
Head of Research

PERSONAL ITEM (1d10)

1	Microscope Slide
2	Beat-up Notebook
3	Fountain Pen
4	Antique Snake Oil Vial
5	Laminated Scientific Method Card
6	Patch "Control Group"
7	Folded Textbook Page
8	Half of a Locket
9	Brass Pocket Ruler
10	Two Snake Vertebrae



NAME

CAREER SCIENTIST

HEALTH

STRESS

DRIVE

3

SKILLS

BODY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
DODGE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FIGHT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FIRST AID	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
GUILE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
HACK	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
REPAIR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
RESEARCH	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SEARCH	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SNEAK	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

AWARE

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JOB

Secure and recover company research or specimens

Utilize research to achieve goals

CAREER

COMBAT	<input type="checkbox"/>	<input type="checkbox"/>
ENGINEER	<input type="checkbox"/>	<input type="checkbox"/>
MEDICINE	<input type="checkbox"/>	<input type="checkbox"/>
SCIENCE	<input checked="" type="checkbox"/>	<input type="checkbox"/>
TECH	<input type="checkbox"/>	<input type="checkbox"/>

TEAM STRESS

Other employees take stress when the Scientist fails Research or Science rolls

PERKS

EQUIPMENT

MEDIC

Starting Health: 4

Skills:
Body, Dodge, First Aid

Aware: 2

Job:
Ensure the physical well being of the team and any survivors

Team Stress:
Other employees take stress when the medic fails First Aid or Medicine rolls

Loadout:
Field Medkit, Painkillers, Scalpel

ARC teams often face extreme hazards and dangers in the line of duty. Combat veteran medics keep Employees in the best of health. They also ensure the survival of personnel in peril.



PERKS

Don't Die On Me

Once per mission, the medic can push a roll in order to stabilize a player or NPC at no penalty

Pharmacist

All First aid kit and pill effects are doubled.

Sawbones

+1 to checks made to remove limbs.

"The work is never dull. I once saw a woman turn into a giant spider after touching some goo. Fuckin' bonkers."

Dr. Lucy Melton,
ARC team 021

PERSONAL ITEM (1d10)

1	Petoskey Stone
2	Caduceus Necklace
3	Old .mp3 Player
4	Patch "Good For Health"
5	Embroidered Handkerchief
6	Aviator Sunglasses
7	Sewing Kit
8	Sour Candies
9	Casino Chip
10	Harmonica



NAME

CAREER MEDIC

HEALTH

STRESS

DRIVE

4

SKILLS

BODY	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
DODGE	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FIGHT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FIRST AID	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
GUILE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
HACK	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
REPAIR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
RESEARCH	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SEARCH	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SNEAK	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

AWARE

☒ ☒ ☐

JOB

Ensure the health of ARC team members.

Search and care for survivors.

CAREER

COMBAT	<input type="checkbox"/>	<input type="checkbox"/>
ENGINEER	<input type="checkbox"/>	<input type="checkbox"/>
MEDICINE	<input checked="" type="checkbox"/>	<input type="checkbox"/>
SCIENCE	<input type="checkbox"/>	<input type="checkbox"/>
TECH	<input type="checkbox"/>	<input type="checkbox"/>

TEAM STRESS

Other players take stress when the Medic fails First Aid or Medicine Rolls

PERKS

EQUIPMENT

ENGINEER

Starting Health: 4

Skills:
Dodge, Repair, Search

Aware: 1

Job:
Protect and/or repair Company assets.

Utilize infrastructure to accomplish goals.

Team Stress:
Other players take stress when the Engineer fails Repair or Engineer rolls

Loadout:
Compact Toolkit, Digital Schematics

Often, ARC teams are assigned to situations at large facilities operated by The Company. It is important to keep operatives knowledgeable in structural and mechanical engineering in order to recover as much company property as possible and keep our operatives safe.



PERKS

Shortcut
Once per mission, the Engineer can identify a bypass corridor between two points that employees can use for the remainder of the mission

Slap together
Once per mission, the Engineer can spend 20 minutes to develop a simple improvised weapon or trap using raw materials.

Walls Can Talk
The Engineer adds +1 to any roll to discover structural based secrets or clues

“These new facilities have little secrets here and there. Candleton designed them like boxes, ready to open up.”
Marcia Bruges, Chief Engineer, S Asian Ops

PERSONAL ITEM (1d10)	
1	Lucky Screwdriver
2	Welding Goggles
3	Worn Work Gloves
4	Magnifying Glass w/Light
5	Carpenter Pencil
6	Patch “BunkerBuster”
7	Engraved Lighter
8	Large Bolt
9	Fidget Spinner
10	Turkey Jerky



NAME _____

CAREER ENGINEER

HEALTH

4

STRESS

DRIVE

SKILLS

BODY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
DODGE	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FIGHT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FIRST AID	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
GUILE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
HACK	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
REPAIR	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
RESEARCH	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SEARCH	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SNEAK	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

CAREER

COMBAT	<input type="checkbox"/>	<input type="checkbox"/>
ENGINEER	<input checked="" type="checkbox"/>	<input type="checkbox"/>
MEDICINE	<input type="checkbox"/>	<input type="checkbox"/>
SCIENCE	<input type="checkbox"/>	<input type="checkbox"/>
TECH	<input type="checkbox"/>	<input type="checkbox"/>

PERKS

AWARE

☒☐☐

JOB

Protect and/or repair Company assets.

Utilize infrastructure to accomplish goals.

TEAM STRESS

Other players take stress when the Engineer fails Repair or Engineer roll.

EQUIPMENT

TECHNICIAN

Starting Health: 3

Skills:
Hack, Repair, Research

Aware: 1

Job:
Bypass digital security protocols.

Utilize digital assets to accomplish goals.

Team Stress:
Other employees take stress when the Specialist fails Hack or Tech rolls

Loadout:
Electronic Toolkit, Personal digital device (PDD)

W-B is on the cutting edge of computer sciences. Our Digital Resource Technicians are equipped with the tools and the training to manipulate and control all of the company's digital-based systems.



PERKS

Drone Friend
Drone used to scout ahead, access systems and traverse dangerous areas

Remote Access
Accessing a company computer allows you to access it from your PDD remotely

Kitbash
PDD emits an electric shock, lowering target AWARE roll to zero. Can be applied to Drone Friend.

"The WB main server is just a labyrinth designed to keep hackers busy until an ARC squad kicks in their door."
Felix Nanders,
Lead Tech, N.A. Ops

PERSONAL ITEM (1d10)

1	USB drive with pet code
2	Patch "ICE Breaker"
3	Handheld game device
4	Dented Pocket Watch
5	Consumer Candy Bar
6	Tinted Glasses
7	Patch "'F' Key"
8	Digital Timer
9	Ten sided die
10	Flavored Gum



NAME

CAREER TECH

HEALTH STRESS DRIVE

3

SKILLS

BODY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
DODGE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FIGHT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FIRST AID	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
GUILE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
HACK	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
REPAIR	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
RESEARCH	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SEARCH	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SNEAK	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

AWARE

☒ ☐ ☐

JOB

Bypass digital security protocols

Utilize digital assets to accomplish goals

CAREER

COMBAT	<input type="checkbox"/>	<input type="checkbox"/>
ENGINEER	<input type="checkbox"/>	<input type="checkbox"/>
MEDICINE	<input type="checkbox"/>	<input type="checkbox"/>
SCIENCE	<input type="checkbox"/>	<input type="checkbox"/>
TECH	<input checked="" type="checkbox"/>	<input type="checkbox"/>

TEAM STRESS

Other Players take stress when the Technician fails Hack or Tech rolls

PERKS

EQUIPMENT

EQUIPMENT

From field medicine to digital manipulation devices, W-B has state of the art load outs for all members of our ARC teams.

Item	Description	Weight	Use
Field Medkit	Standard field medkit	Light	+1 to FIRST AID or stabilization checks. Single use
Painkillers	Pain management medication. Highly addictive.	Light	Remove 3 stress. After first use suffer -1 to all rolls for 1d10 hours. This debuff stacks for each subsequent use.
Stim Spray	Aerosol based stimulant.	Light	+1 AWARE for 3d10 minutes
Electronic Tool Kit	Tool set for the physical manipulation of complex electronics.	Light	+1 HACK
Personal Digital Device (PDD)	Handheld multimedia computer.	Light	Can be used to store digital data. Certain perks can enhance its functionality.
Flashlight	Rechargeable LED light. Can swap between low light, bright light and UV.	Light	UV setting may uncover unseen clues.
Field Research Kit	Kit designed for the collection of physical samples and specimens.	Medium	+1 RESEARCH
Compact Tool Kit	Set of tools to manipulate and repair machinery	Medium	+1 REPAIR

EQUIPMENT

WEAPONS

W-B subsidiary Luminous Arms is at the forefront of groundbreaking munitions and armament technologies. They provide all of our ARC team's ballistic and protective solutions.

Item	Description	Weight	Use
Knife	Any short, bladed edge	Light	+1 to attack rolls made at close range. Can be thrown.
Grenade	Manufactured Explosive Device	Light	3 damage to anything in close range that fails a dodge roll.
Handgun	Small caliber handgun	Medium	+2 to attack rolls made at close/medium range.
Tranquilizer Gun	Rifle that fires tranquilizer darts	Medium	+1 to attack rolls at medium/long range. On hit, target is unconscious for 3d10 minutes.
Assault Rifle	Automatic assault rifle	Heavy	+2 to attack rolls at close/medium range. 2 shots/turn.
Shotgun	Tactical shotgun	Heavy	+2 to attack rolls made at close range.

ARMOR

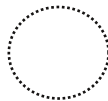
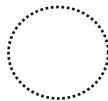
Item	Description	Weight	Use
Helmet	Kevlar helmet	Medium	+1 Body
Body Armor	Lightweight body armor	Medium	+1 Body
Reinforced Heavy Exo Suits	External Suits used in high-danger environments	Heavy	+3 Body May have additional attributes

CAREER

HEALTH

STRESS

DRIVE



SKILLS

BODY

DODGE

FIGHT

FIRST AID

GUILE

HACK

REPAIR

RESEARCH

SEARCH

SNEAK

CAREER

COMBAT

ENGINEER

MEDICINE

SCIENCE

TECH

PERKS

--

EQUIPMENT



AWARE

□ □ □

JOB

TEAM STRESS

--

NOTES

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